

Wilder Baldwin

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Education

2021 - 2024 B.S.c, Computer Science **University of Maine Orono**
2024 - 2026 M.S., Computer Science **University of Maine Orono**

GPA: 3.5

Experience

Software Developer - Black Bear Consulting Corps

Jan 2024 - Apr 2024

- Selected for competitive internship program where we trained to collaborate with businesses in support of innovation. For Zal.ai: Designed database, RESTful API and ML pipeline with FastAPI and Postgres connecting our teams projects supporting automated career guidance by a SaaS provider.

Research Assistant - PERC-Lab

May 2023 - present

- Gaining experience with professional software and policy research, NLP, privacy engineering, human subject research.
- Awarded grant to build frameworks for using LLMs and prompt engineering in support of a privacy focused SDLC. Built repository for efficient usage, evaluation and training of LLMs for in-domain tasks.
- Principle investigator in study with Umaine business school interviewing AI developers in rural US. Working with developers and public datasets towards design and testing frameworks for ethics by design in AI / software development.

NER Review Manager

Sep 2023 - Apr 2024

- Contributed to open source github for annotating language model training data. Added VueJS components enabling groups of annotators to review and expand each others work for building more robust training data.
- Enhanced U/X for faster annotating and accessibility working with users in agile development to make annotating easier, and data more efficient for model training. Built testing frameworks into CI/CD pipeline supporting future development.

Projects

Machine Learning for Cyber Security

Jan 2024 - Apr 2024

- Implementation of SOTA neural network based intrusion detection systems(IDS) for network traffic with public datasets using PyTorch. Built app for users to implement on most networks, and expand evaluation to new data and models.

Wayback Machine Interpreter

Sep 2022 - Apr 2024

- Application to gather and store data from the Internet Archive's Wayback Machine. Provides a variety of ML and NLP algorithms to build reports of internet pages over time, including changing sentiments of popular topics on the internet.

History of Programming Chess Machines

Sep 2022 - Dec 2023

- Web experience of the history of programming chess engines. Includes walk-through building various engines, CNN, Transformer, Monte-Carlo tree based with python. Typescript, React and ThreeJS for interactive UX.

Awards and Extracurricular

Guest Speaker COS 420 Software Engineering

Feb 2024

- Prepared talks on software testing and android development for university lectures.

CUGR Academic Year Fellowship

Nov 2023

- Grant for applying NLP to assist software developers in privacy focused system design and implementation.

UMO computing club

Nov 2023 - present

- ML-Lead, working with groups of students on ML based projects and hosting social events.

Sekeh-Labs AI Bootcamp

Aug 2023

- Gained experience training and applying deep learning models with diverse group of students, researchers and developers.

Skills

Languages: Python, Java, C, C++, JavaScript, TypeScript, SQL, SCSS, HTML

Tools / Frameworks: Docker, ReactJS, VueJS, PyTorch, TensorFlow, LLM, LangChain, FastAPI

Concepts: Software Testing, CI/CD, Machine Learning, NLP, Privacy by design, RESTful APIs